



ook for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed THIS SEALIS to meet our standards of HIR ASSURANCE THAT excellence in workmanship, RAS APPROVED AND reliability and most of all, GUARANTEED THE entertainment value.

Thank you for selecting the Nintendo[®] Entertainment System[™] Pro Wrestling Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Enjoy two player wrestling action, or play one player against the computer. Choose your wrestler from a list of six tough characters. Each opponent has his own strengths, weaknesses, and special trick moves. Whether climbing the ropes for a crushing kneedrop, or flying over the ropes for some out-of-ring trickery, the challenge of Pro Wrestling action never stops.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

- or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Nintendo of America Inc. © 1987 Nintendo

1) This is a high precision game. It should not be stored in places that are very hot

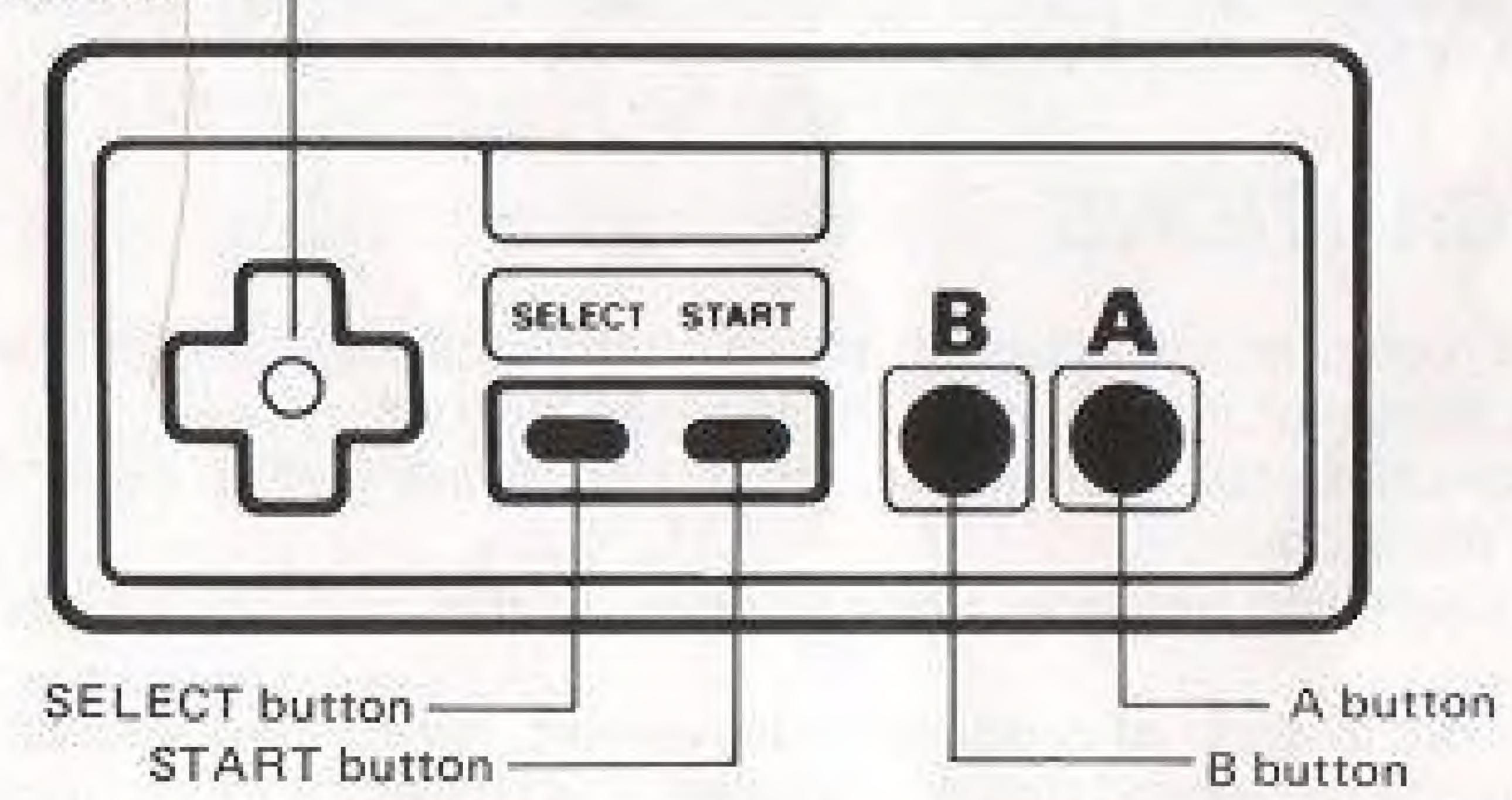
NOTE: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING

Controller 1/Controller 2

Controller 1 — for 1 player game Controller 2 — for second player in 2 player game

Secontrol Pad



INSTRUCTIONS

A button
B button
Control Pad

Used to select throws and other techniques.

Used to select throws and other techniques.

Used to select your wrestler. to move your wrestler. to select throws and other techniques. (Please refer to "CONTROLLING WRESTLERS".)

SELECT button
START button

Used to select 1 player or 2 player game.

Press this button to begin, and to interrupt play in the middle of a match.

Pause:

If you wish to interrupt play in the middle of a match, press the START button. The wrestlers and referee will disappear. Press the START button again when you wish to continue the match. *The SELECT and START buttons are not used on Controller 2.

3. HOW TO PLAY

Press the START button during the title display or the demonstration match and the game selection display will appear.

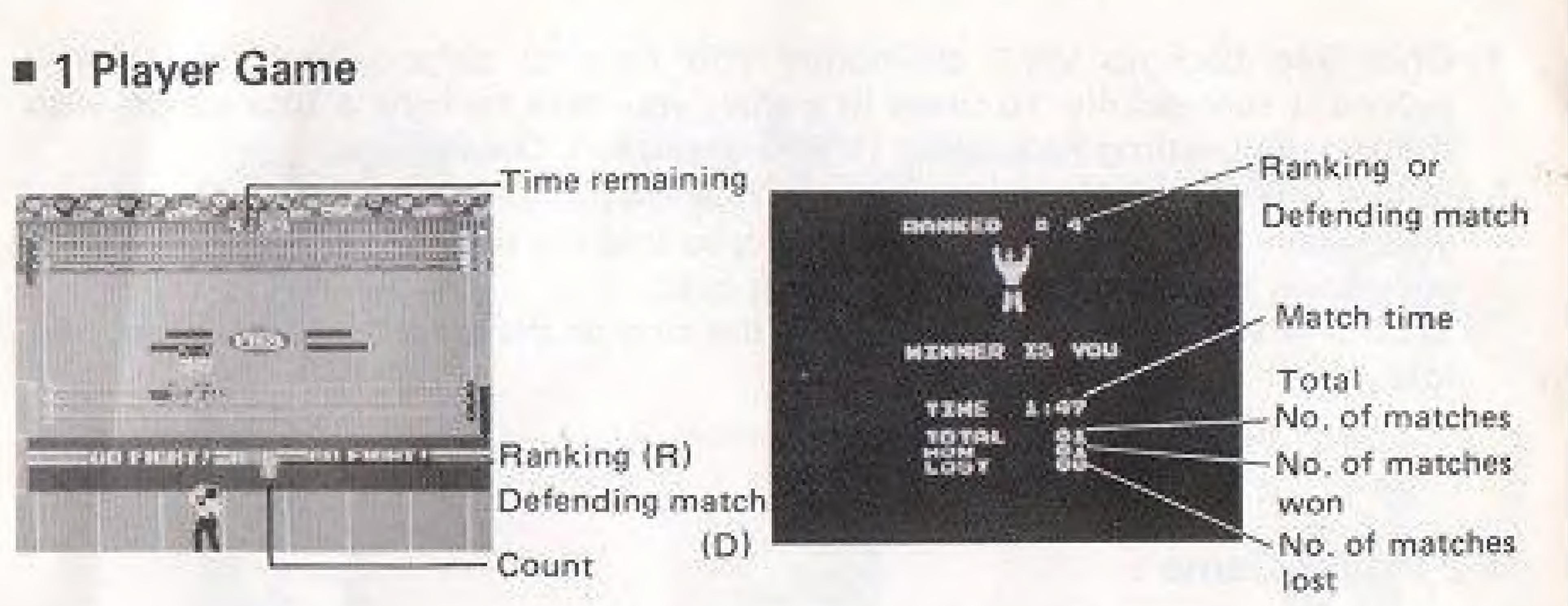


Title Display

Use the SELECT button to select the 1 player or 2 player game. Next, choose wrestlers with the op Control Pad. In the 1 player game the wrestlers are controlled with Controller 1, and in the 2 player game they are controlled with Controllers 1 and 2. Press the START button to start the match.



Game Selection Display



Rules

1. The 1 player game is a 5-minute single match play against the computer.

- game is over.
- on. If you lose, your ranking drops to 2nd place. champion.

2. The player starts with a 5th place ranking. Your ranking goes up each time you win a match and down each time you lose. If you drop to 6th place, the

3. When you reach 1st place ranking, you'll fight a title match with a Video Wrestling Association (VWA) champion. If you win, you become VWA champi-

King Slender is usually VWA champion at the start of each game, but if the player selects King Slender as their wrestler, Giant Panther becomes the VWA

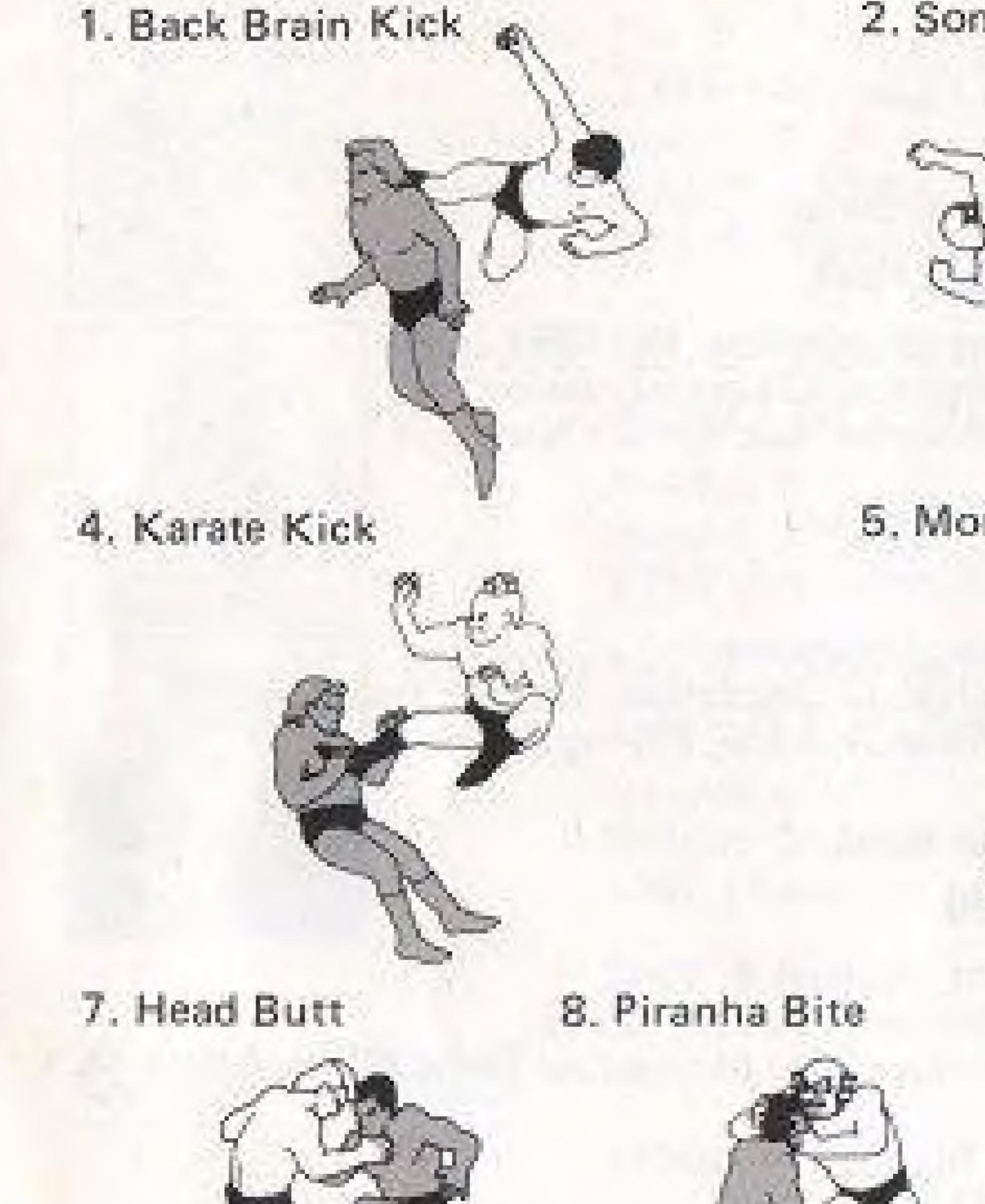
4. Once you become VWA champion, you have to defend your title. If you defend it successfully 10 times in a row, you have to fight a title match with the Video Wrestling Federation (VWF) champion, Great Puma. 5. If you lose the VWA title match, you're allowed one return match. If you win, you regain VWA championship. But if you lose the return match, your ranking goes down to 2nd place and the game is over. If both wrestlers are downed outside the ring or the game ends in a draw, you lose.

2 Player Game

The 2 player game is a two-out-of-three fall match with no time limit. The first wrestler to pin his opponent twice wins.

VWA, VWF Rules

If you're outside the ring for a count of 20, you lose. If you stand on the top rope for a count of 5, you lose by penalty.





2. Somersault Kick



5. Mongolian Chop



9. Outlaw Choke



3. Flying Cross Chop



6. Iron Claw

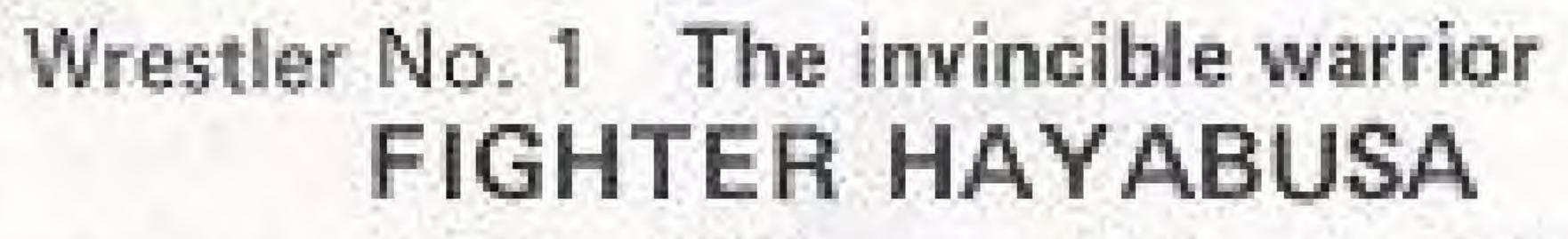


10. Back Breaker



5. MEET THE WRESTLERS





Born: September 18, 1951 Height: 6'2" Birthplace: Okinawa, Japan Weight: 230 lbs Judo expert, Special technique: Back Brain Kick

Wrestler No. 2 Super space-traveller STARMAN

Born: Unknown Height: 6'3" Birthplace: Mazatlan, Mexico (assumed) Weight: 220 lbs Special techniques: Somersault Kick, Flying Cross Chop

Wrestler No. 3 A living karate tool KIN CORN KARN

Height: 6'1" Born: August 4, 1942 Birthplace: Pusan, Korea Weight: 280 lbs Karate expert, Special techniques: Mongolian Chop, Karate Kick

Wrestler No. 4 The ultimate human weapon GIANT PANTHER

Height: 6'6" Born: November 5, 1952 Weight: 320 lbs Birthplace: Texas, USA Former football star, Special techniques: Iron Claw, Head Butt



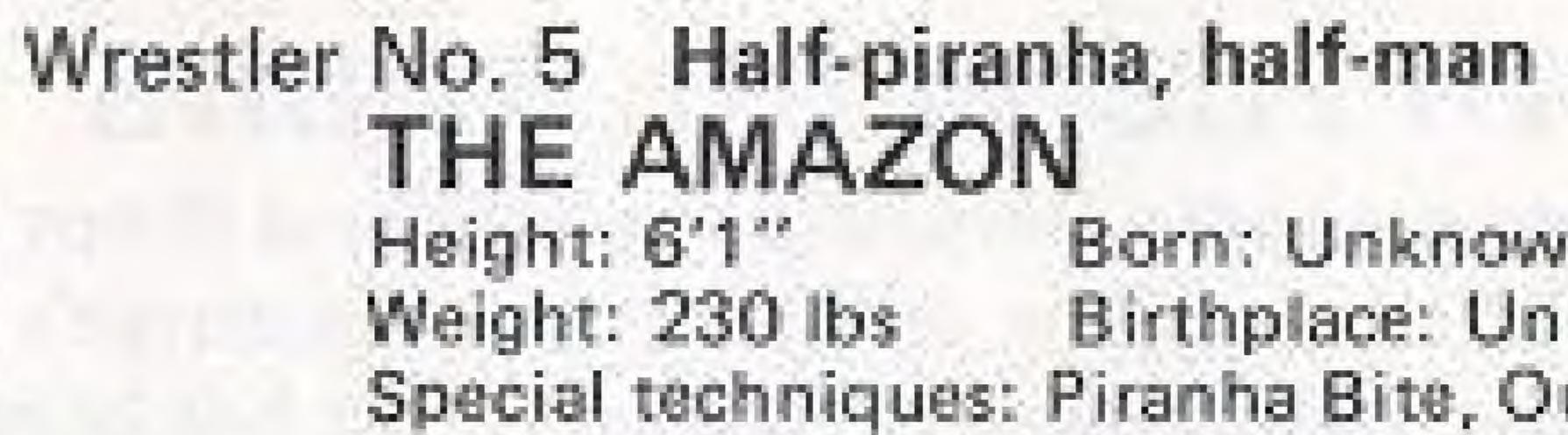












Wrestler No. 6 Cold-blooded warrior, Jr. KING SLENDER

Height: 6'5" Born: February 9, 1961 Birthplace: Georgia, USA Weight: 280 lbs VWA champion, Special technique: Back Breaker



Wrestler No. 7 The perfect wrestler GREAT PUMA

Height: 6'4'' Weight: 250 lbs VWF champion

6. ALARMS

Timer Alarm:

Rings both a 1 minute warning, and a 30 second warning. Stamina Alarm: Rings when a wrestler starts to weaken, then again when he is about to go down from exhaustion. Each ring has a different sound.

Born: Unknown

Birthplace: Unknown

Special techniques: Piranha Bite, Outlaw Choke

Born: Unknown

Birthplace: Caracas, Venezuela (assumed)

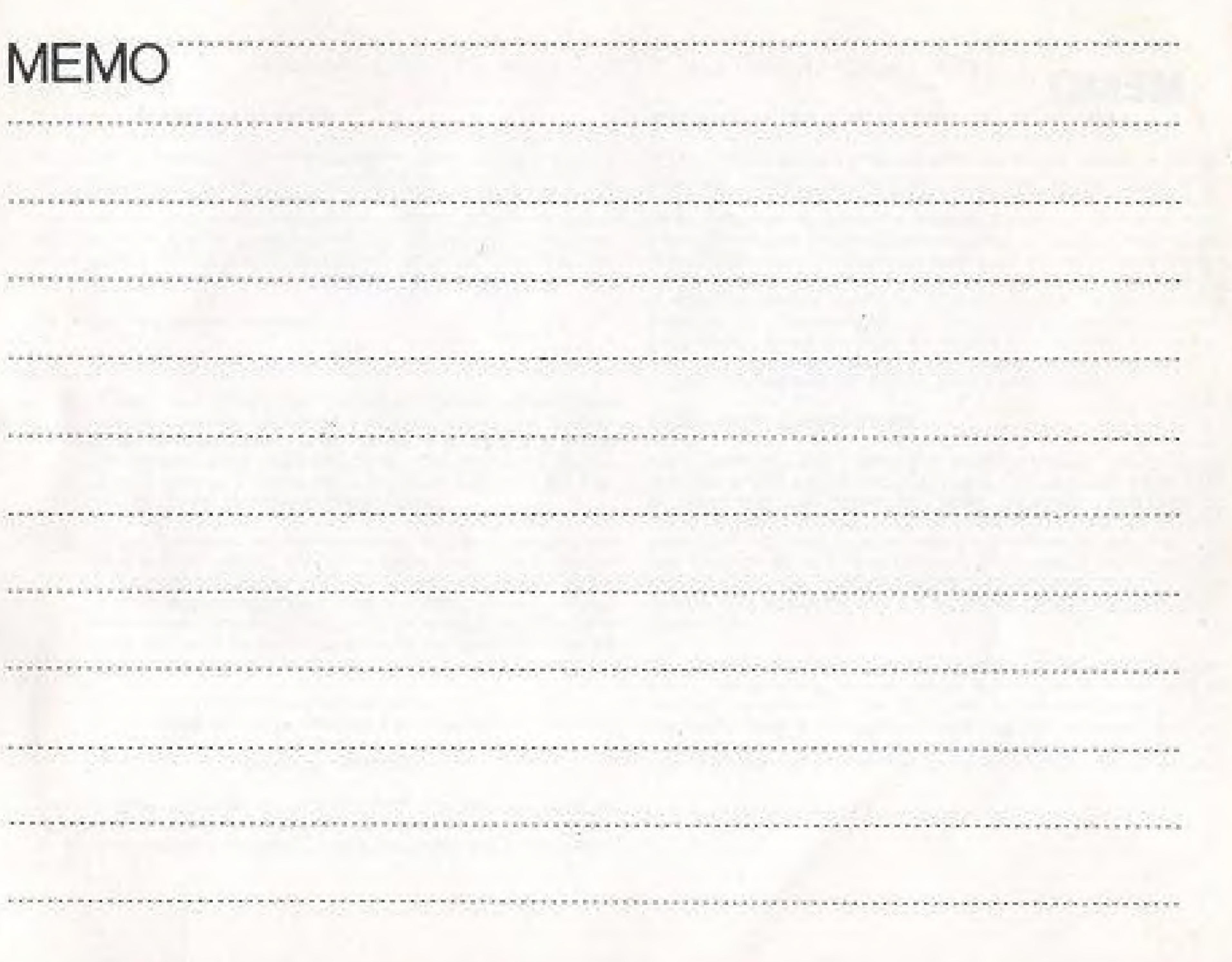
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

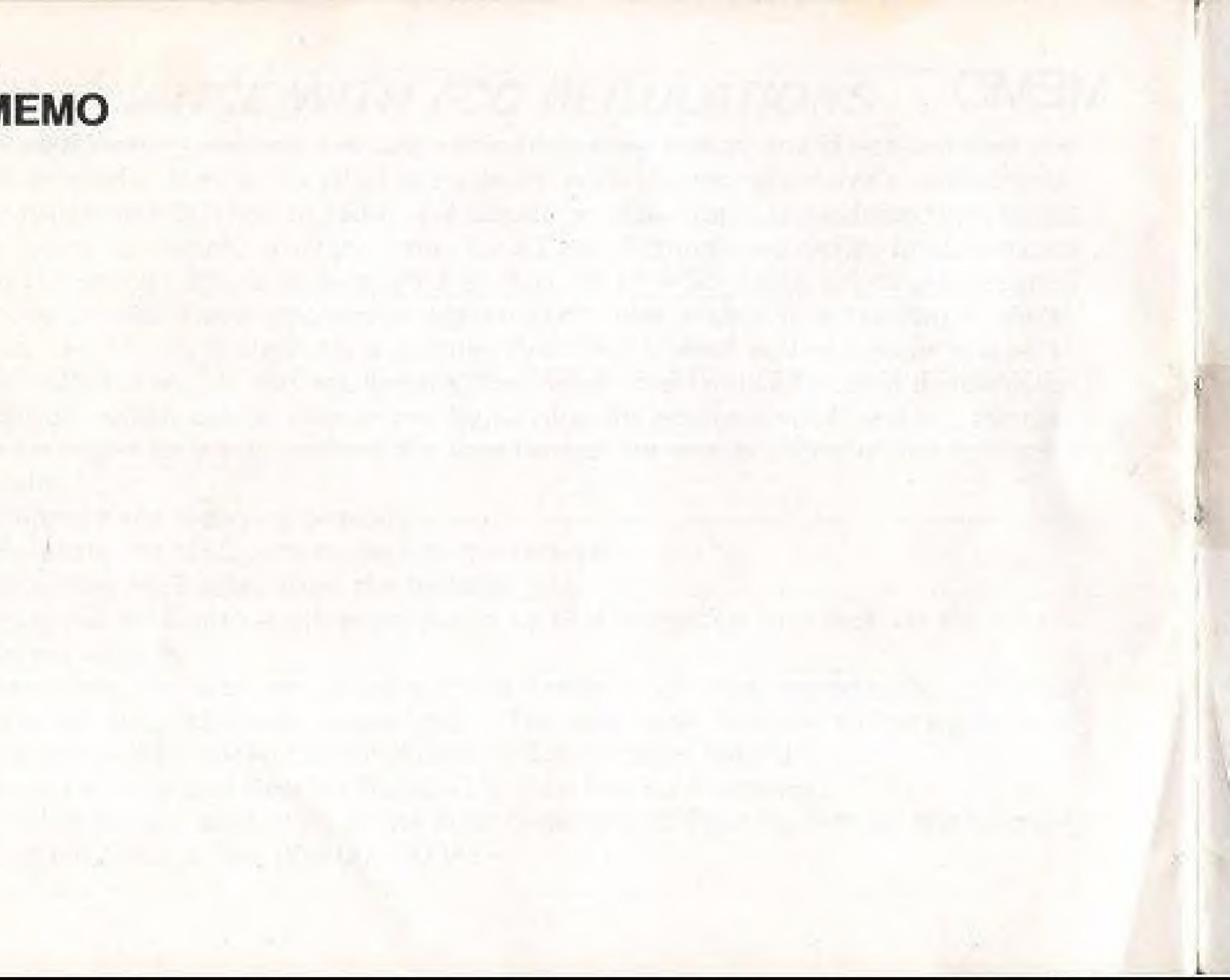
- Reorient the receiving antennal
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4,

MEM







90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

SO-DAY LIMITED WARRANTY:

Nincendo of America Inc. ("Nintendo") warrants to the original. If the PAK develops a problem after the 90-day warranty period, consumer purchaser that this Nintendo Game Pak ("PAK") (notyou may contact the Nintendo Consumer Service Department. including Game Pak Accessories or Robot Accessories) shall be at the phone number noted above. If the Nintendo service techfree from deflects in material and workmanship for a period of nician is unable to solve the problem by phone, he may provide. 90 days from date of purchase. If a detect covered by this waryou with a Return Authorization number. You may then record ranty occurs during this 90-day warranty period, Nintendo will this number on the outside packaging of the detective PAK and repair or replace the PAK, at its option, free of charge. return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for \$10.00 payable to Nintendo of To neceive this warranty service: America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired 1. DO NOT return your defective Game Pak to the retailer. PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment retunded.

- 2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
- 3. If the Mintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and resurn your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90day warranty period to:

Nintendo of America Inc. NES Consumer Service Department. 4820 = 150th Avenue N.E. Regmond, WA 98052

This warranty shall not apply if the PAK has been demaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship,

REPAIRS AFTER EXPIRATION OF WARRANTY:

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABLEITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN, IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSE-QUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WAR-RANTIES.

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